namco

SEGA GENESIS

ROLLING THUNDER 2

INSTRUCTION MANUAL

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INTO THE MAELSTROM

To: Albatross
From: WPCO HQ

Once again we are in need of your services.

Situation Report:

Communication satellites destroyed. Disruption of global information flow seriously damaging world economy. Analysts expect further economic and political deterioration.

Terrorist organization Geldra claims responsibility. No demands have been made. At this time, Geldra's motives are unknown. Intelligence indicates that rogue arms merchant Gimdo may be involved.

We offer the standard contract and disclaimer. Your controller will be JC-KAL, authorization code OMEGA. You will be contacted.
Looks like a tough one.
Good Luck.
End Message

After reading the message you try to concentrate on the Bach playing in the background but you're troubled. Images of previous missions creep through your mind; the adrenaline, the smell of gun powder, carnage....
The phone rings.
        "Albatross?"
        "Yes."
        "It's started again."
        "I know, Leila."
After an awkward pause she hangs up.
As you oil your 9mm, you prepare yourself for the task ahead of you.

STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System Instruction manual. Plug in Control Pad 1.

2. Make sure the console's power switch is turned Off.

3. Insert the Rolling Thunder 2 cartridge into the console with its label facing toward you. Press the cartridge firmly into the cartridge slot.

4. Turn the power switch On. The Namco screen appears. **NOTE:** If nothing appears on screen, turn the switch Off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.
IMPORTANT: Always make sure your Genesis System is turned Off before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1. The Title screen appears and the intrigue of Rolling Thunder 2 begins.
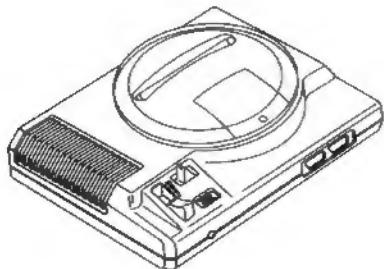
TAKING CONTROL

Take the time to familiarize yourself with your equipment. International intelligence is an occupation that does not tolerate failure. Your first step to success in intrigue is learning to use your tools correctly.

A button	Press to take an agent from the other player. Works only in two-player mode when you have exhausted all of your own agents.
B button	Press to fire weapons.
C button	Press to jump.
D button	Press Left or Right to move. Press Down to duck. Press Up to enter or hide in doors. Press Up to move behind nets in level 7. Hold Up while pressing the C button to jump high or jump to the next level.
Start button	Press to pause during game play.

Start Button
C Button
B Button
A Button
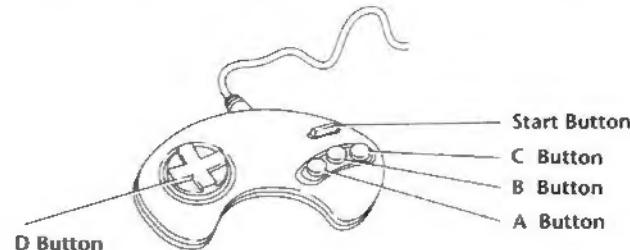
D Button

MUSIC

The music option allows agents to hear all the music from the game.

Title—indicates title of the song.

Fast Forward—advances to the next song.

Loop—will play through all songs and repeat until you choose Stop

Rewind—returns to previous song.

Stop—stops music.

Return to Game—returns agent to Title screen.

Play—will play title displayed.
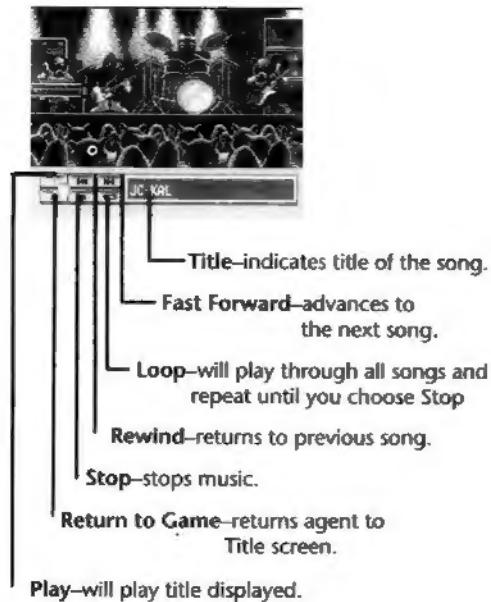
STARTING THE GAME

Press the Start button to advance to the Title screen.

From the Title screen use the D button to select "1 Player" or "2 Players." Enter the selection with the A or B button.

Press the Start button to advance to the Agent Selection screen.

With the D button press Up or Down to select Leila or Albatross. Enter the selection with the A or B button.

In two-player games the second player will be assigned the remaining agent.

Press any button to begin the game.

TWO-PLAYER GAME

Unlike most two-player games, when an agent dies he or she does not immediately reappear on the screen. The surviving agent must reach a continue point in order to get both players in action again. The image of the incapacitated agent will appear crouched and flashing on the screen. When the active agent reaches his or her partner, the downed agent will stand up and respond to player control again. This allows for the greatest game balance possible.

PASSWORD

Rolling Thunder 2 is a password-supported game. These passwords allow agents to continue their mission from the last completed level.

Passwords are issued from WPCO headquarters in four-word phrases at the end of each completed round. Operatives need only remember the first letter of each word.

- From the Title screen use the D button to highlight "Password."
- Press the A or B button to advance to the Password screen.
- Use the D button to highlight words.
- Enter words with the B button.
- Press the A button to move to the column on the left.
- Press the C button to move to the column on the right.

BASIC TRAINING
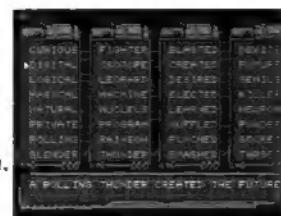
As an operative you must master a few basic moves. Study the material below, and you will be well on your way to becoming a top-level agent.

Jumping: Press the C button to jump.

Leaping over railing: While holding the D button Up, press the C button. This is used for scaling balconies or other obstacles.

Leaping down: While holding the D button Down, press the C button.

Shoot: Press the B button.

Duck: Press Down on the D button.

During your mission, the screen will give you vital information on your status. Use this data to your best advantage.

Time–amount of time left to complete current level.

Score–agent's current score.

Pistols Ammo– number of shots remaining.

Special Weapons Ammo– number of shots remaining.

Hit Points–number of hits that you can take.

Agents–number of agents left.
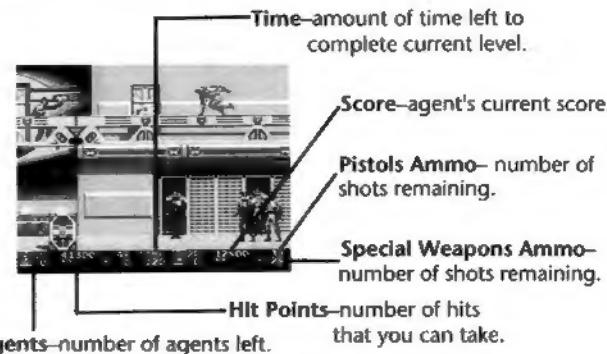
Hit Points: Agents start the game with two blue boxes. Each box is worth one hit point. Punches and explosions will cause an agent to lose one hit point. Being shot will cause an agent to lose two hit points

WPCO intelligence briefs. They reveal the latest tactics of Gimdo's minions.

Pop out: Terrorists will hide in doorways and pop out to shoot agents. To overcome this threat HQ recommends that agents themselves lurk in doorways and pop out for carefully timed shots.
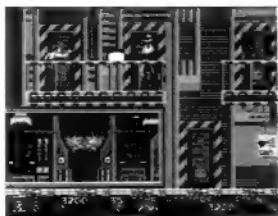
Bomb Bowlers: Gimdo has developed a new contact explosive. This explosive is deployed in round bombs that are bowled towards their target. Terrorists armed with this device are reported to wear blue bio-hazard suits. To defeat this technology WPCO tactics dictate that agents should jump over bowled bombs and terminate terrorist assets.
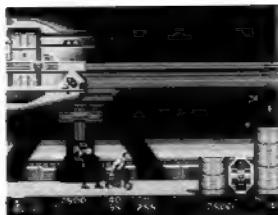
Roach Rollers: Egyptian resources indicate Gimdo has developed a new type of terrorist threat. Dubbed "roach rollers," these creatures burrow under the sand. Sensing the presence of an agent, they erupt from the
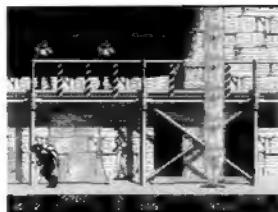
ground in a geyser of sand and attempt to roll over agents. These pests can only be neutralized with three head-shots. Agents should be prepared to jump over them when they are rolled into a ball. Agents should shoot when creatures stand up and advance towards them.

Low Shot: Gray enemies will crouch and shoot. This makes them especially dangerous to operatives. Concentrate fire on gray enemies as soon as they appear.

MISSION SPECIFIC DATA

The following brief has been prepared by command assets JC-KAL for Rolling Thunder 2 operatives.

Close with the enemy: Running into an enemy will cause an agent to flash. Flashing agents are invincible.

Gimdo has stashed special devices behind certain doors. These special items give the agents extra time or bonus hit points.

Sharing ammunition and special weapons is advantageous to both agents. To share, both agents should enter the door at the same time.

Conserve your ammunition.

Look for secret doors. Gimdo has several secret caches of special items and ammunition hidden throughout his complex.

NEW WEAPONS BRIEFING

In addition to the standard submachine gun, Gimdo has added several new weapons to his arsenal. Agents should utilize captured weapons. Study this information to put that hardware to good use.

Flame Gun: A devastating weapon that will help agents burn through enemies.

Shot Cluster: A high-tech weapon consisting of six pulse lasers mounted together on one rifle stock. Still in development, a few powerful prototypes have found their way into Gimdo's armories.
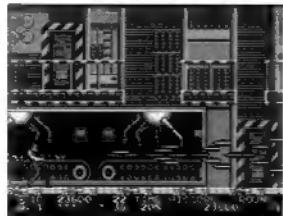
HANDLING THE SEGA GENESIS CARTRIDGE

The Sega Genesis cartridge is intended exclusively for the Sega Genesis System.

Do not bend, crush, or submerge in liquids.

Do not leave in direct sunlight or near a radiator or other source of heat.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.